

FIG. 1

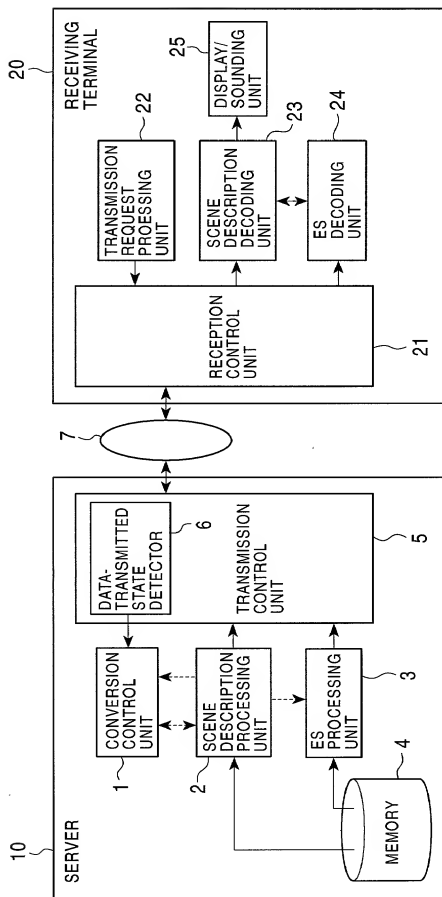


FIG. 2

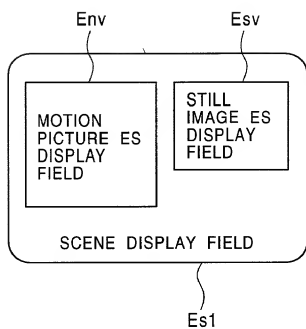


FIG. 3

Group{	: GROUPING OF NODES THAT CONSTITUTE SCENE
children[: START OF DESCRIBING CHILD NODES
Transform{	: GROUPING OF NODES RELEVANT TO COORDINATE TRANSFORMATION
<u>translation -100</u>	: POSITION OF ORIGIN ON LOCAL COORDINATE PLANE #500
<u>scale 431</u>	: SCALING OF LOCAL COORDINATE PLANE #501
children[
Shape{	: OBJECT TO BE DISPLAYED
geometry Box{}	: CUBE
appearance Appearance{	: PROPERTIES OF SURFACE OF OBJECT
texture MovieTexture{url 3}	: MOTION PICTURE PROVIDING TEXTURE
}	
}	
}	
}	
Transform{	
<u>translation 4.520</u>	: POSITION OF ORIGIN ON LOCAL COORDINATE PLANE #502
<u>scale 111</u>	: SCALING OF LOCAL COORDINATE PLANE #503
children[
Shape{	
geometry Box{}	
appearance Appearance{	
texture MovieTexture{url 4}	
}	
}	
}	
}	
}	

FIG. 4

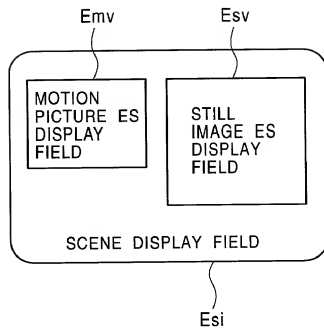


FIG. 5

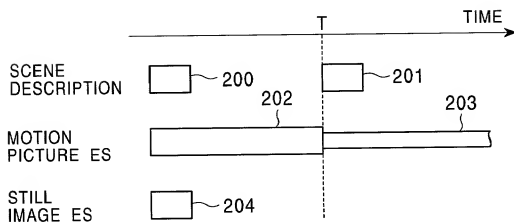


FIG. 6

```

Group{                                : GROUPING OF NODES THAT
children[                             : CONSTITUTE SCENE
  Transform{                          : START OF DESCRIBING CHILD NODES
    translation -4.520                : GROUPING OF NODES RELEVANT
    scale 10.751                     : TO COORDINATE TRANSFORMATION
    children[                        : POSITION OF ORIGIN ON LOCAL
      Shape{                         : COORDINATE PLANE #600
        geometry Box{}               : SCALING OF LOCAL
        appearance Appearance{       : COORDINATE PLANE #601
          texture MovieTexture(url 3) : OBJECT TO BE DISPLAYED
        }                             : CUBE
      }                               : PROPERTIES OF SURFACE OF
    ]                                : OBJECT
  ]                                  : MOTION PICTURE PROVIDING
]                                    : TEXTURE
Transform{
  translation 100                    : POSITION OF ORIGIN ON LOCAL
  scale 441                          : COORDINATE PLANE #602
  children[                          : SCALING OF LOCAL
    Shape{                           : COORDINATE PLANE #603
      geometry Box{}
      appearance Appearance{
        texture MovieTexture(url 4)
      }
    ]
  ]
}

```

00031527:001201

FIG. 7

```

ObjectDescriptor{
  ODid=3                                     : IDENTIFIER CORRESPONDING TO
                                              URL IN BIFS
  ES_Descriptor{                             : ES INFORMATION DESCRIPTOR
    ES_ID=10                                 : ES NUMBER ID
    ...
    DecoderConfigDescriptor{                : ES DECODING INFORMATION
                                              DESCRIPTOR
      ...
      bufferSizeDB=4000                    : ES DECODING BUFFER SIZE [Byte]
      maxBitRate=1000000                   : MAXIMUM BIT RATE FOR ES [bps]
      avgBitRate=1000000                   : AVERAGE BIT RATE FOR ES [bps]
      ...
    }
    ...
  }
}
ObjectDescriptor{
  ODid=4
  ES_Descriptor{
    ES_ID=11
    ...
    DecoderConfigDescriptor{
      ...
      bufferSizeDB=1000
      maxBitRate=240000
      avgBitRate=240000
      ...
    }
    ...
  }
}

```

FIG. 8

```

ObjectDescriptor{
  ODid=3                                : IDENTIFIER CORRESPONDING TO
                                         URL IN BIFS
  ES_Descriptor{
    ES_ID=10                            : ES NUMBER ID
    ...
    DecoderConfigDescriptor{           : ES DECODING INFORMATION
                                         DESCRIPTOR
    ...
    bufferSizeDB=2000                  : ES DECODING BUFFER SIZE [Byte]
    maxBitRate=500000                  : MAXIMUM BIT RATE FOR ES [bps]
    avgBitRate=500000                  : AVERAGE BIT RATE FOR ES [bps]
    ...
  }
  ...
}
}
}
ObjectDescriptor{
  ODid=4
  ES_Descriptor{
    ES_ID=11
    ...
    DecoderConfigDescriptor{
    ...
    bufferSizeDB=1000
    maxBitRate=240000
    avgBitRate=240000
    ...
  }
  ...
}
}
}

```

FIG. 9

```

Group{
  children[
    Transform{
      translation 000           : POSITION OF ORIGIN ON LOCAL
                                COORDINATE PLANE #902
      scale 4.5 4.51          : SCALING OF LOCAL
                                COORDINATE PLANE #903
      children[
        Shape{
          geometry Box{}
          appearance Appearance{
            texture MovieTexture{url 4}
          }
        }
      ]
    }
  ]
}

```

FIG. 10

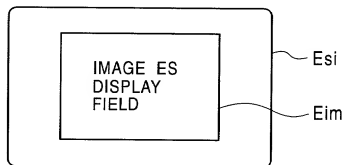


FIG. 11

```

Group{
  children[
    Transform{
      children[
        Shape{
          geometry IndexedFaceSet{
            coord Coordinate{
              point[
                0.0, 0.0, 0.0,
                ...
                1.0, -1.0, 0.0]
              }
            coordIndex [
              0, 1, 3, -1,
              ...
              109, 110, 111, -1
            ]
          }
        }
      ]
    }
  ]
}

```

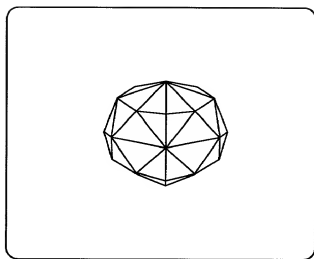
: OBJECT TO BE DISPLAYED

: POLYGON

: COORDINATES REPRESENTING APEX

: DESIGNATION OF COORDINATES REPRESENTING APEX

FIG. 12

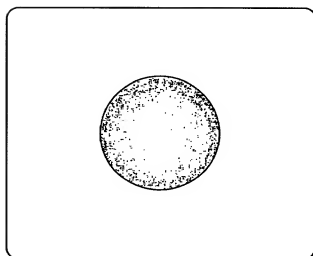


102400-42572600

FIG. 13

```
Group{
  children[
    Transform{
      children[
        Shape{
          geometry Sphere{}
        }
      ]
    }
  ]
}
```

FIG. 14



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FIG. 15

```

Group{ children[
  Transform{
    translation-300
    children[
      Shape{
        geometry Sphere{}           : SPHERE
      }
    ]
  }
  Transform{
    translation 0 0 0
    children[
      Shape{
        geometry Box{}              : CUBE
      }
    ]
  }
  Transform{
    translation 0 -3 0
    children[
      Shape{
        geometry Cone{}             : CONE
      }
    ]
  }
  Transform{
    translation 3 0 0
    children[
      Shape{
        geometry Cylinder{}         : CYLINDER
      }
    ]
  }
}]

```

FIG. 16

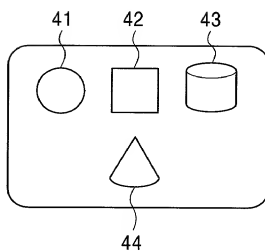


FIG. 17

```

DEF 1 Group{ children[
  Transform{
    translation -300
    children[
      Shape{
        geometry Sphere{}      : SPHERE
      }
    ]
  }
]}

```

AU1

NodeInsertion command to 1's children

```

Transform{
  children[
    Shape{
      geometry Box{}           : CUBE
    }
  ]
}

```

AU2

NodeInsertion command to 1's children

```

Transform{
  translation 0-30
  children[
    Shape{
      geometry Cone{}          : CONE
    }
  ]
}

```

AU3

NodeInsertion command to 1's children

```

Transform{
  translation 300
  children[
    Shape{
      geometry Cylinder{}       : CYLINDER
    }
  ]
}

```

AU4

FIG. 18

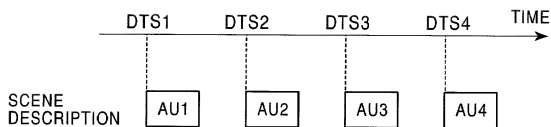


FIG. 19

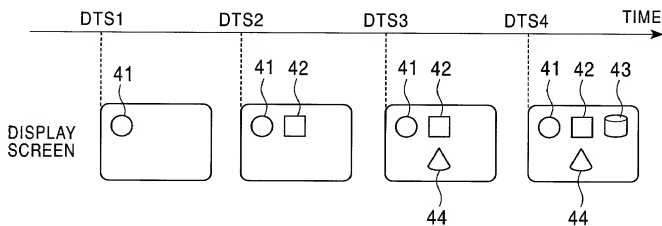


FIG. 20

